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100

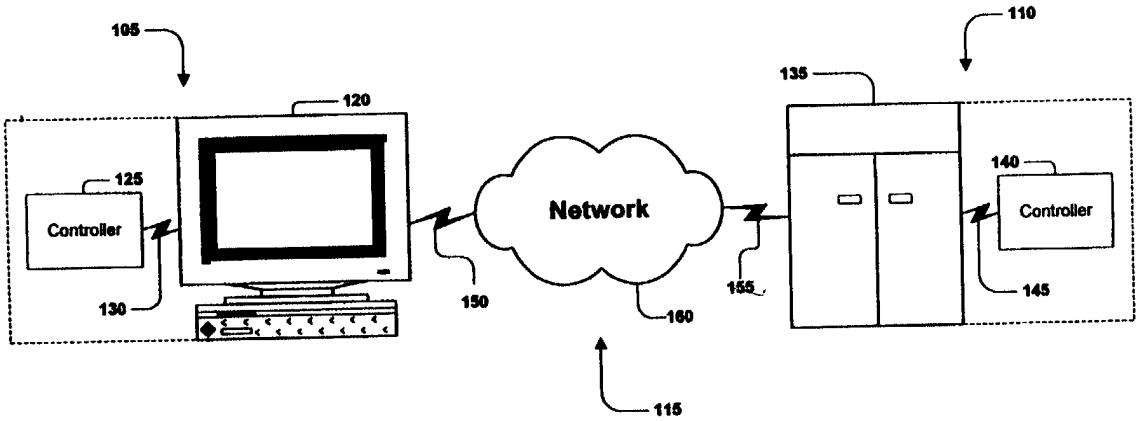


Fig. 1

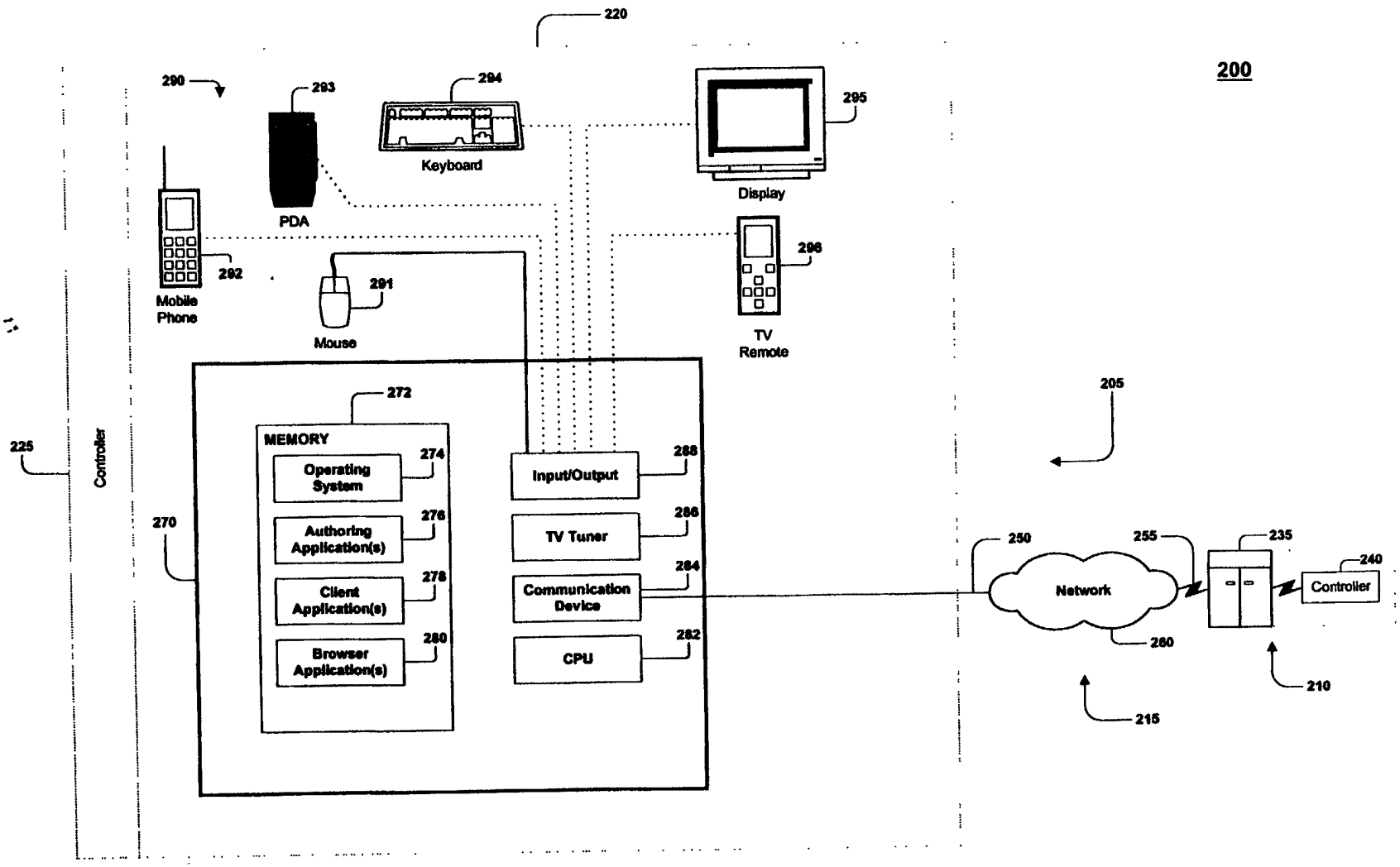

200
220
290
293
294
295
Keyboard
Display
PDA
Mobile Phone
292
291
Mouse
296
TV Remote
205
225
Controller
272
MEMORY
Operating System
274
Authoring Application(s)
276
Client Application(s)
278
Browser Application(s)
280
Input/Output
288
TV Tuner
286
Communication Device
284
CPU
282
270
250
255
235
240
Network
Controller
260
210
215

Fig. 2

[illegible]

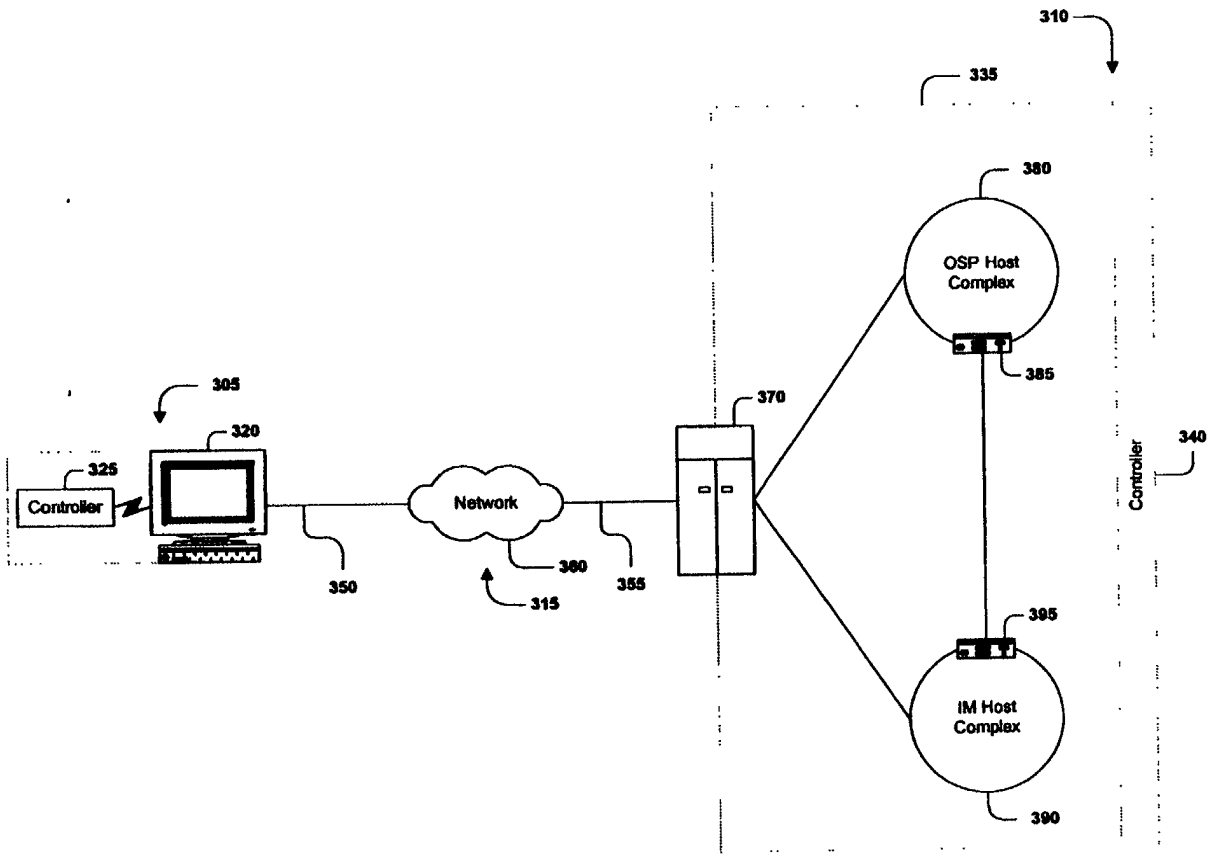

300
310
335
380
OSP Host Complex
385
305
320
325
Controller
370
340
Controller
Network
350
360
315
355
395
IM Host Complex
390

Fig. 3

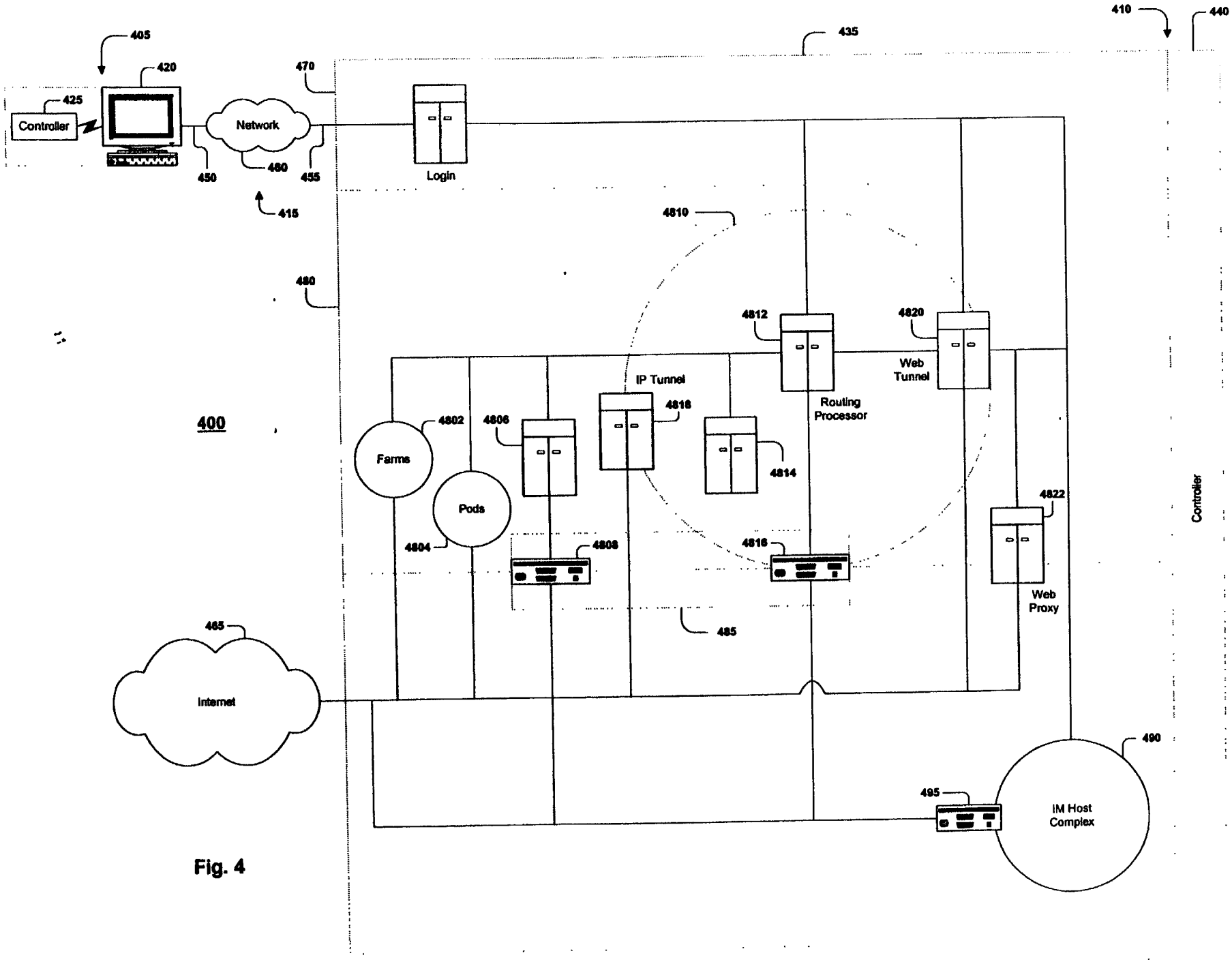

405
420
425
Controller
450
Network
460
455
470
Login
415
435
410
440
4810
480
4812
4820
Web
Tunnel
IP Tunnel
4818
Routing
Processor
400
4802
Farms
4806
4814
Pods
4804
4808
4816
4822
Web
Proxy
485
465
Internet
490
495
IM Host
Complex
Controller

Fig. 4

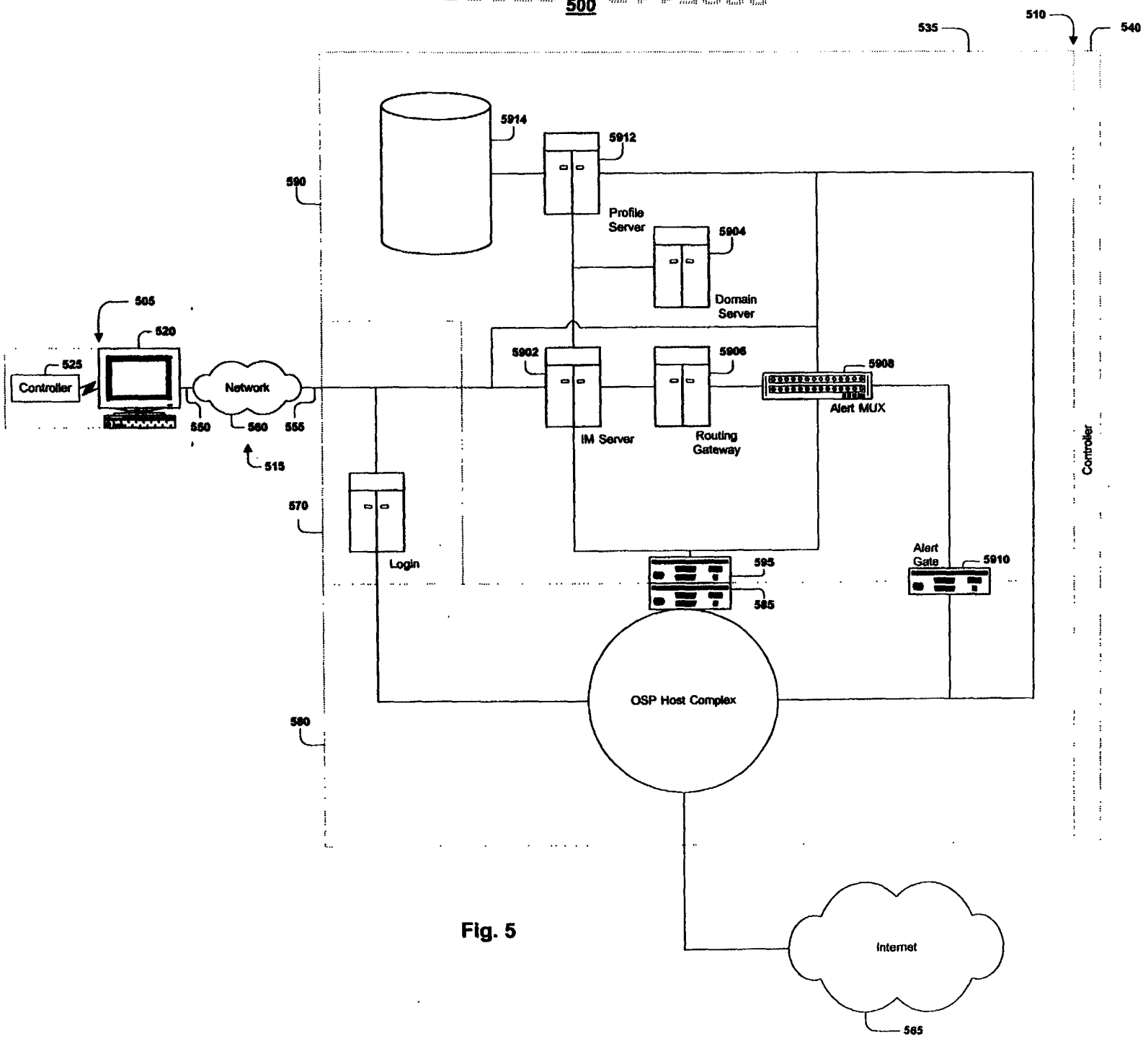

535
510
540
5914
5912
590
Profile Server
5904
Domain Server
505
520
525
Controller
Network
5902
5906
5908
Alert MUX
IM Server
Routing Gateway
550
560
555
515
570
Login
595
585
Alert Gate
5910
OSP Host Complex
580
Controller
Internet
565

Fig. 5

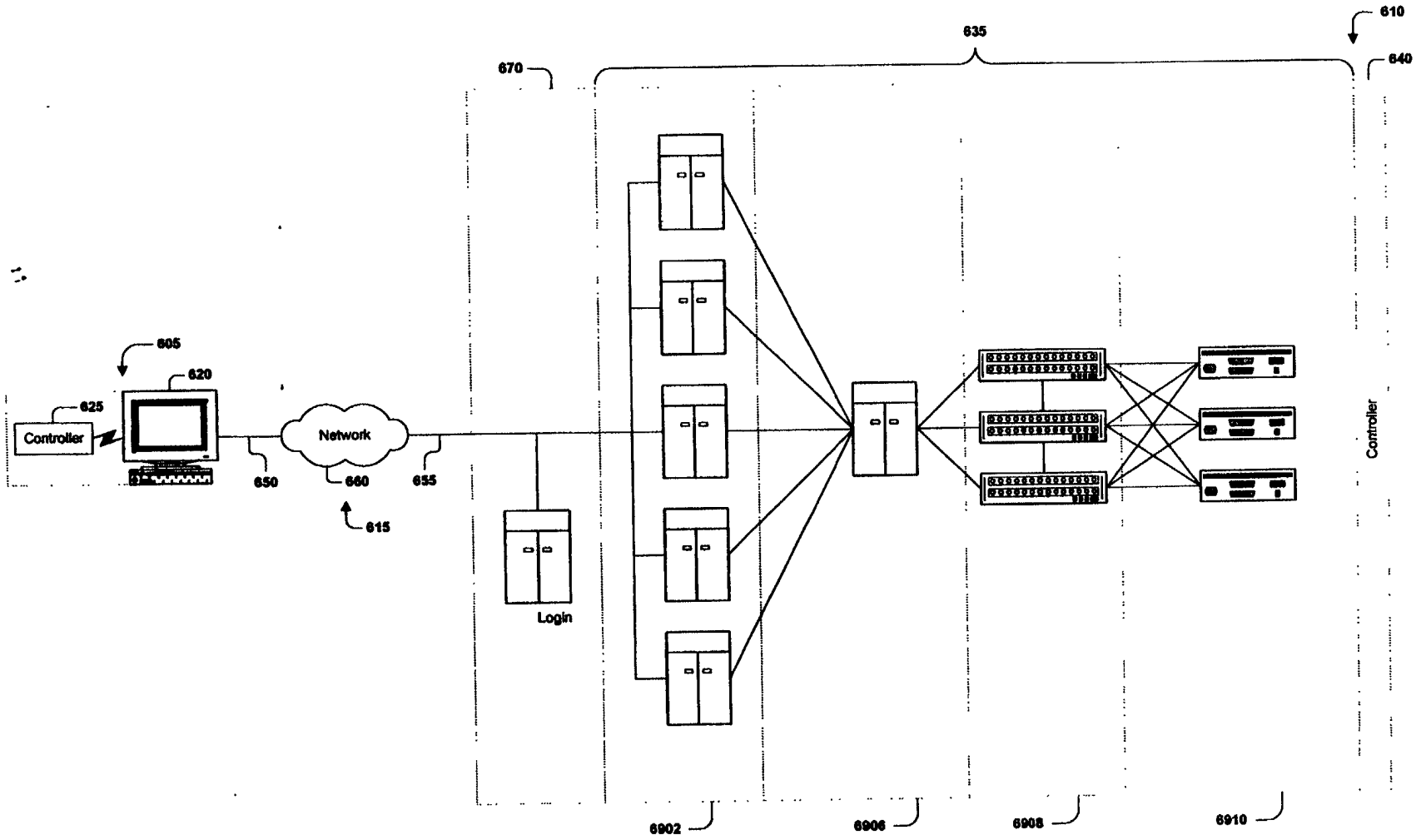

610
635
640
670
605
620
625
Controller
650
Network
660
655
615
Login
Controller
6902
6906
6908
6910

Fig. 6

FIG. 7

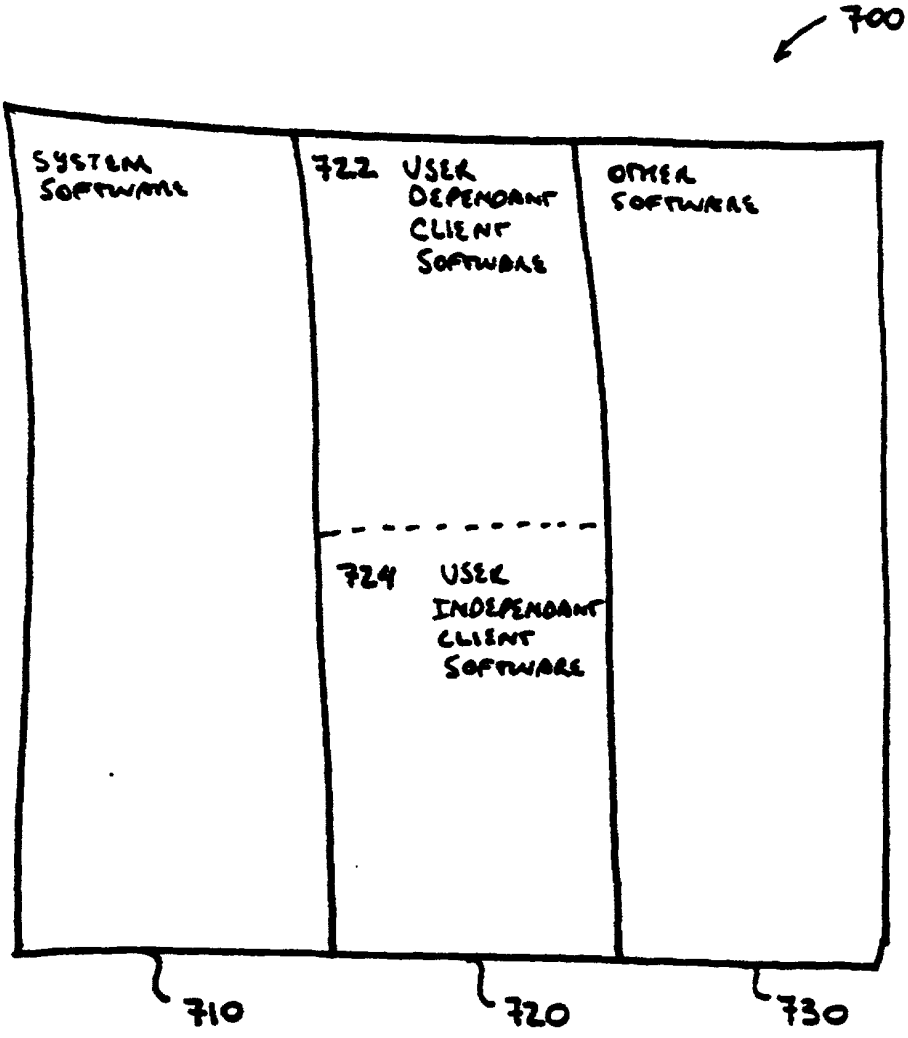

700
SYSTEM SOFTWARE
722 USER DEPENDANT CLIENT SOFTWARE
OTHER SOFTWARE
724 USER INDEPENDANT CLIENT SOFTWARE
710
720
730

FIG. 8

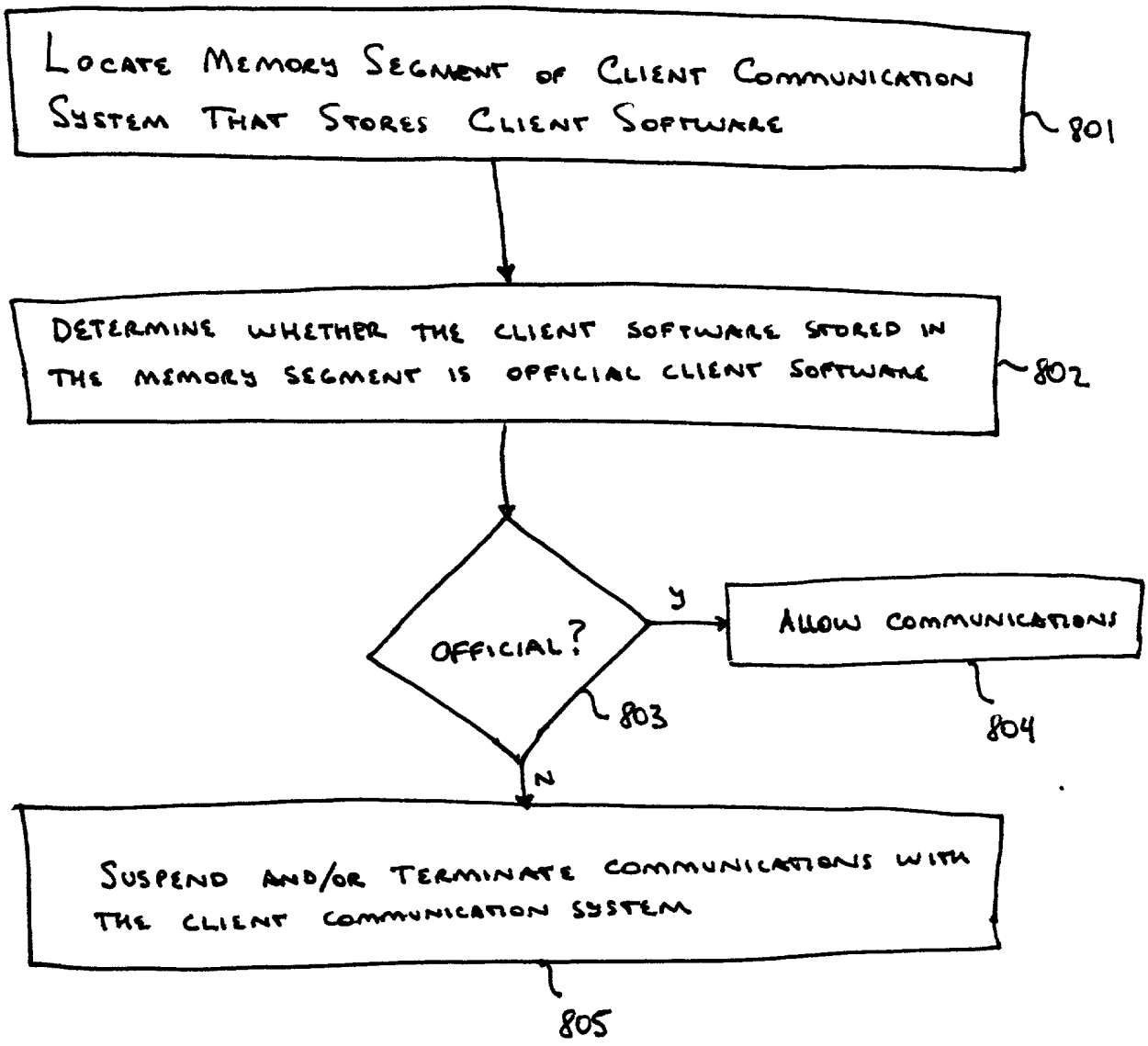
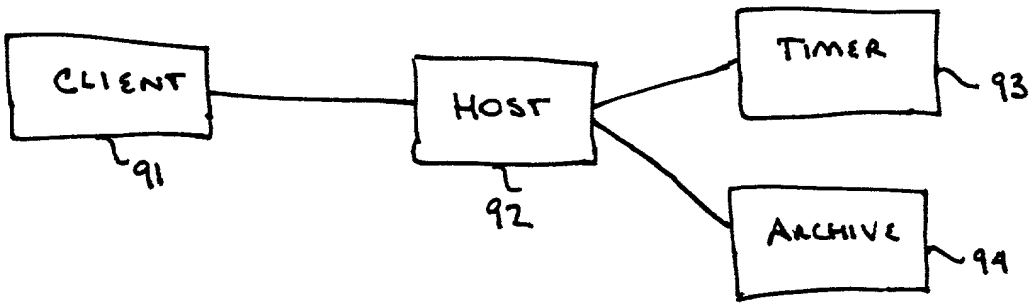
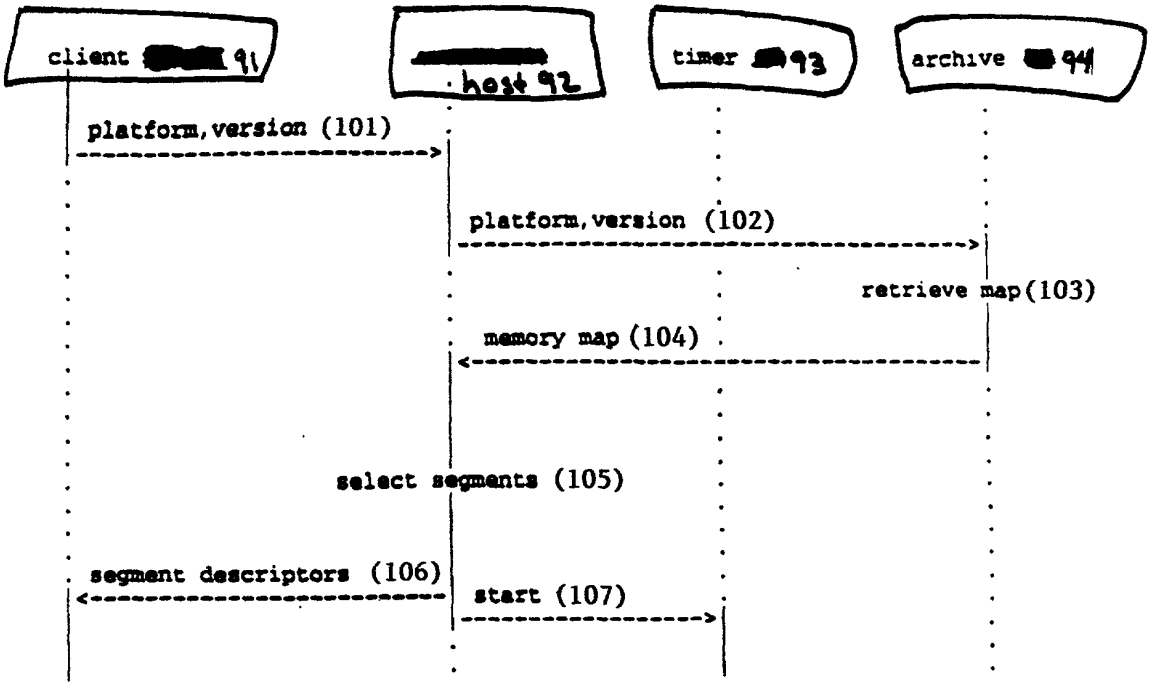

LOCATE MEMORY SEGMENT OF CLIENT COMMUNICATION SYSTEM THAT STORES CLIENT SOFTWARE
801
DETERMINE WHETHER THE CLIENT SOFTWARE STORED IN THE MEMORY SEGMENT IS OFFICIAL CLIENT SOFTWARE
802
OFFICIAL?
803
Y
ALLOW COMMUNICATIONS
804
N
SUSPEND AND/OR TERMINATE COMMUNICATIONS WITH THE CLIENT COMMUNICATION SYSTEM
805

FIG. 9





100A

FIGURE 10A-Initial Interactions Among Components

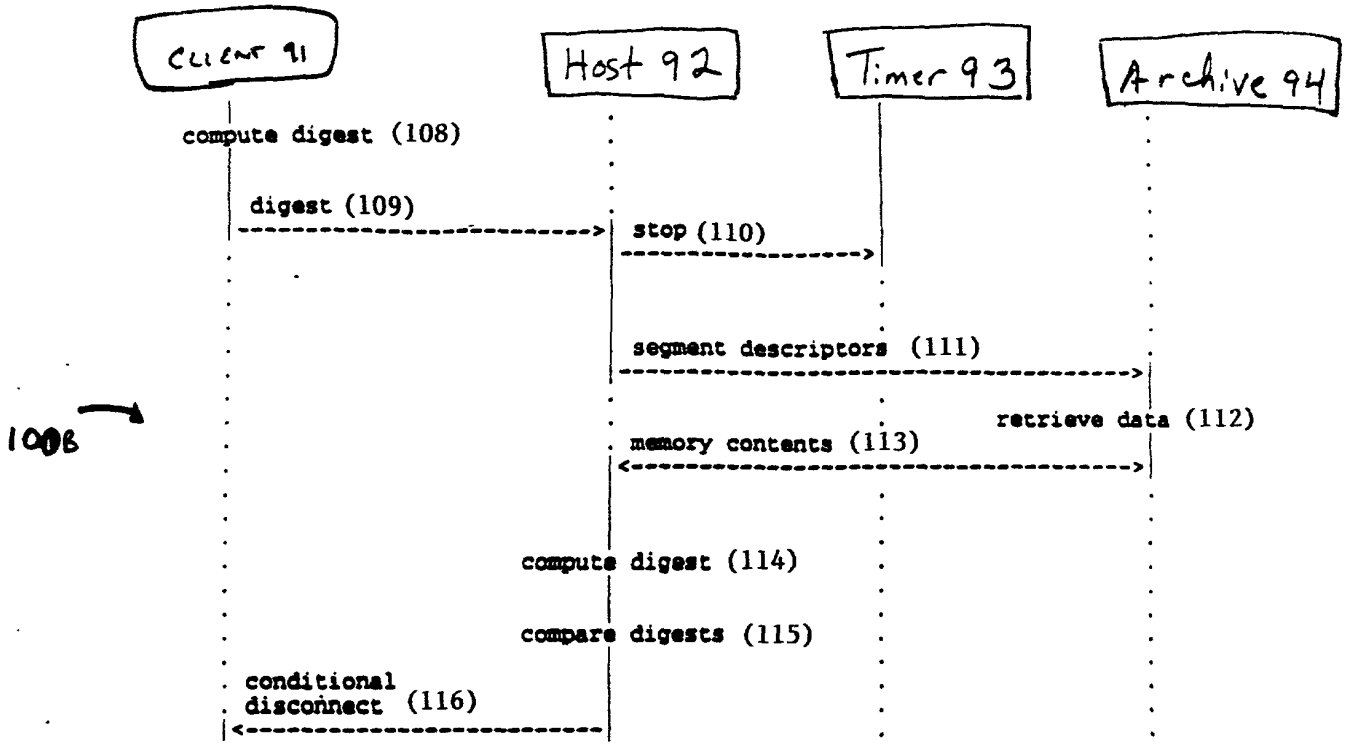


FIGURE 10B - Final Interaction when Client Responds

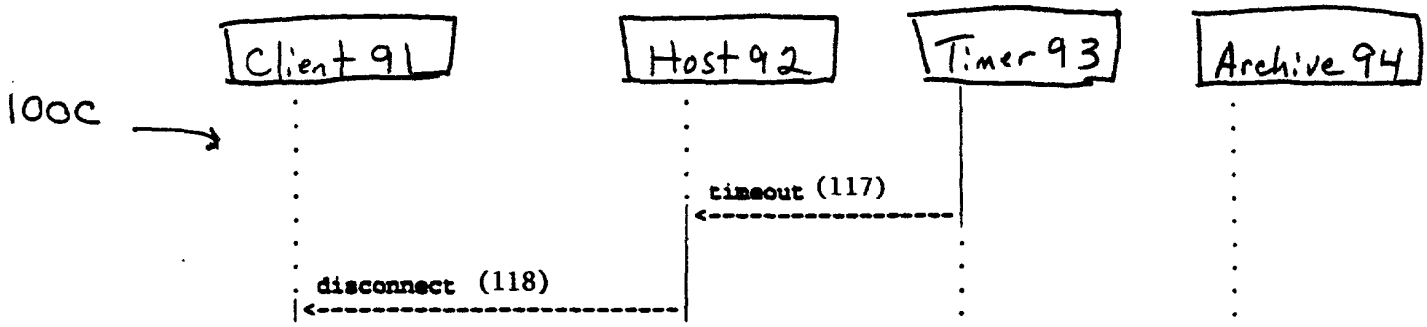


FIGURE 10C - Final Interaction when Client Fails to Respond